

START

S100

PREPARING REFERENCE MODELS

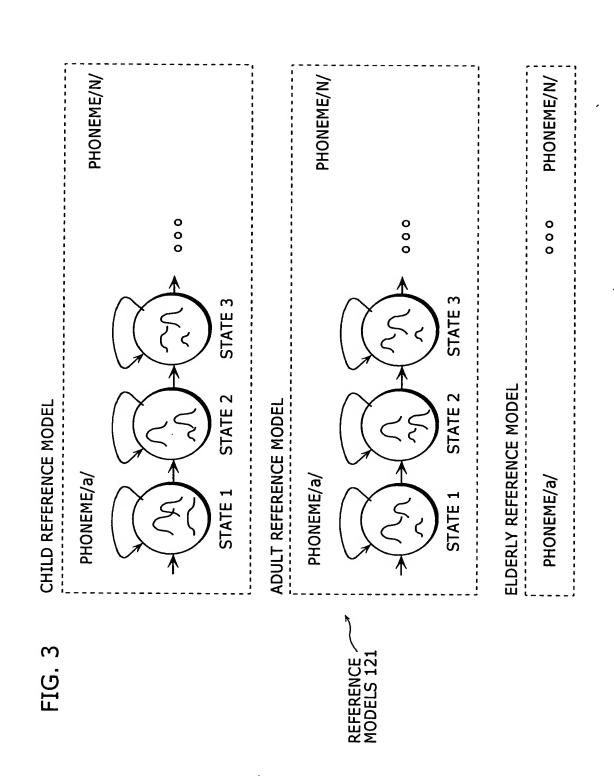
S101

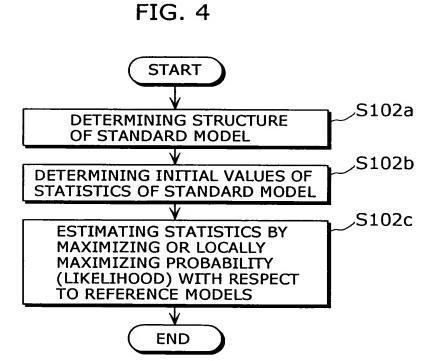
CREATING STANDARD MODEL

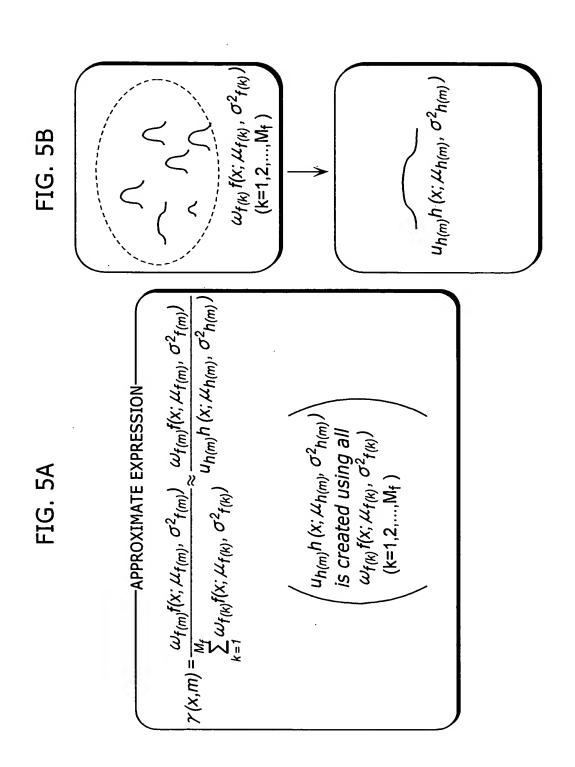
S102

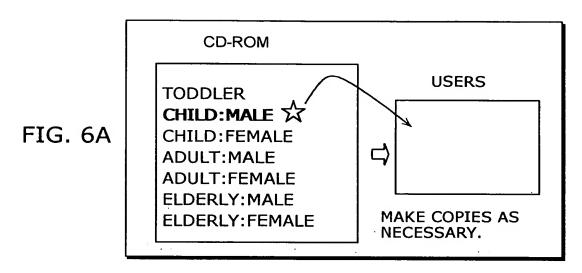
STORING STANDARD MODEL

END









CONTENT OF CD-ROM **USERS** TODDLER CHILD: MALE CHILD: MALE FIG. 6B CHILD: FEMALE ADULT: MALE ADULT: MALE ADULT: FEMALE ADULT: FEMALE **ELDERLY: MALE** MAKE COPIES AS **ELDERLY: FEMALE NECESSARY.**

COMPLEXITY OF MODEL (NUMBER OF MIXTURE DISTRIBUTIONS)

THREE

TEN

TWENTY

FIG. 7A

USE APPARATUS

FIG. 7B

TELEVISION

CAR NAVIGATION CELLULAR PHONE

LEARNING PROGRESS 70% COMPLETED 0% 100% FIG. 8A

TOTAL NUMBER OF LEARNING TIMES 10 TIMES FIG. 8B 7TH TIME NOW

LEARNING PROGRESS

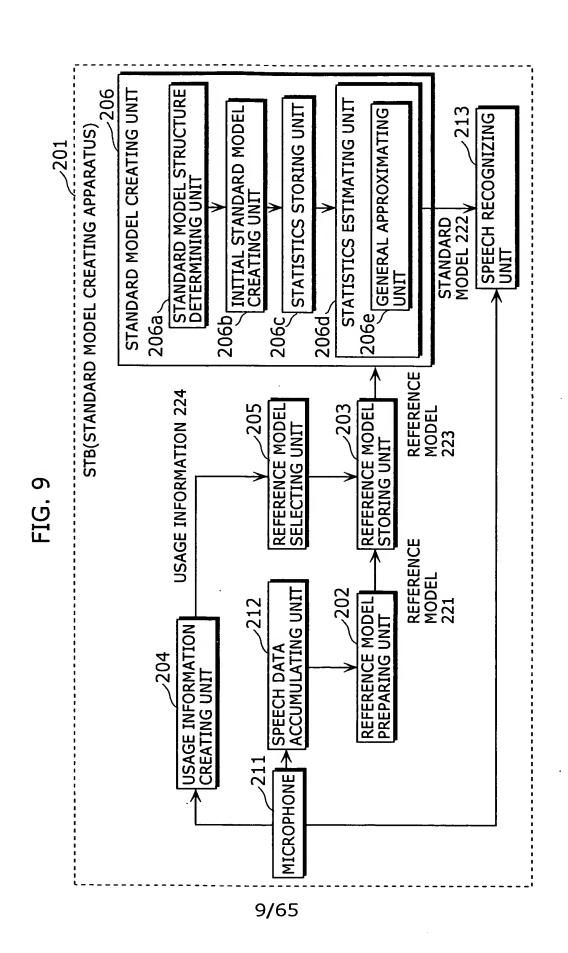
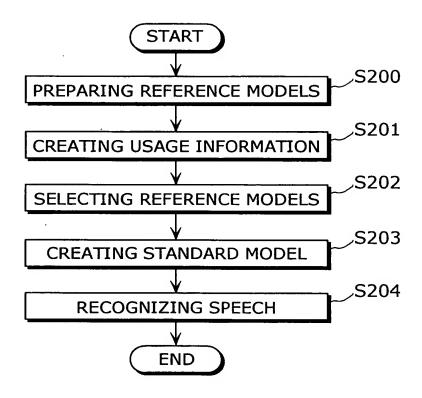
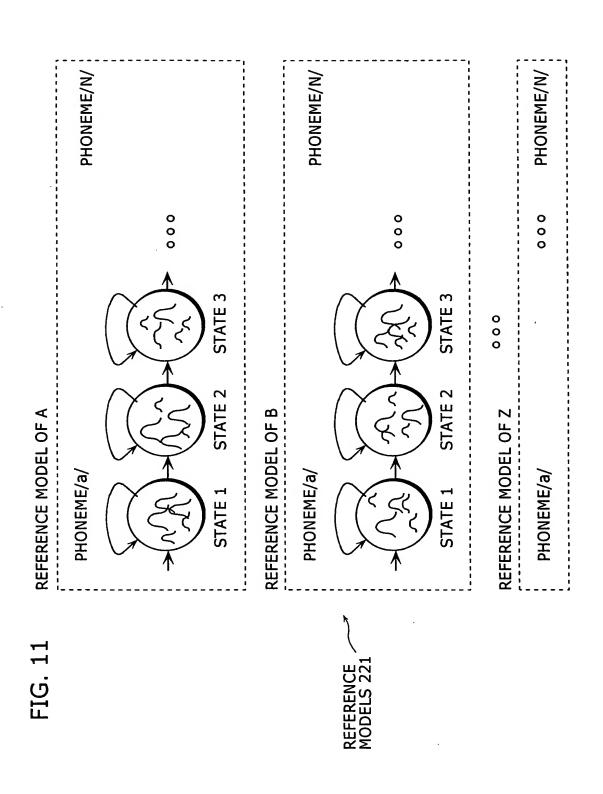
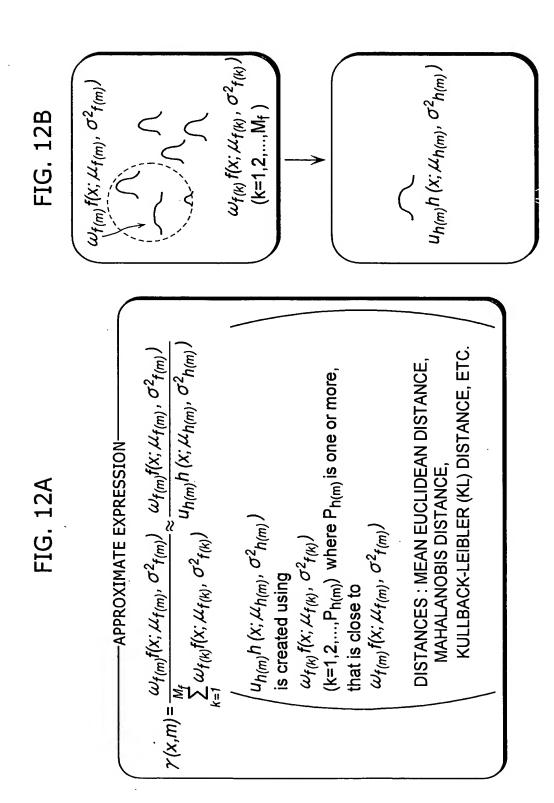


FIG. 10







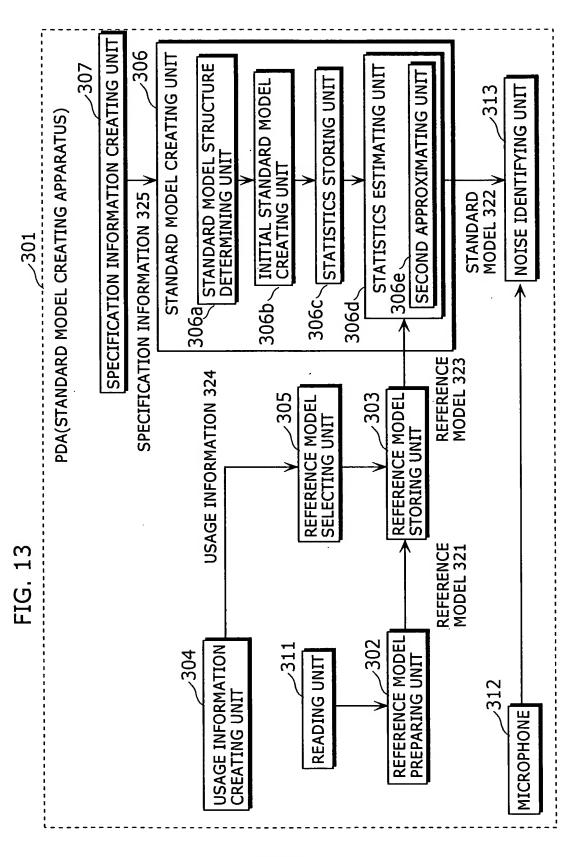


FIG. 14

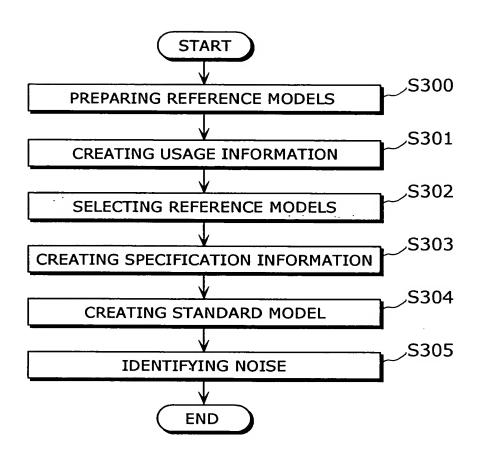


FIG. 15

CAR-A REFERENCE MODEL



CAR-B REFERENCE MODEL



BUS-A REFERENCE MODEL



REFERENCE / MODELS 321

LIGHT-RAIN REFERENCE MODEL



HEAVY-RAIN REFERENCE MODEL



FIG. 16

NOISE TYPE TO BE IDENTIFIED

1. VEHICLE 1. 1. CAR 1. 2. BUS

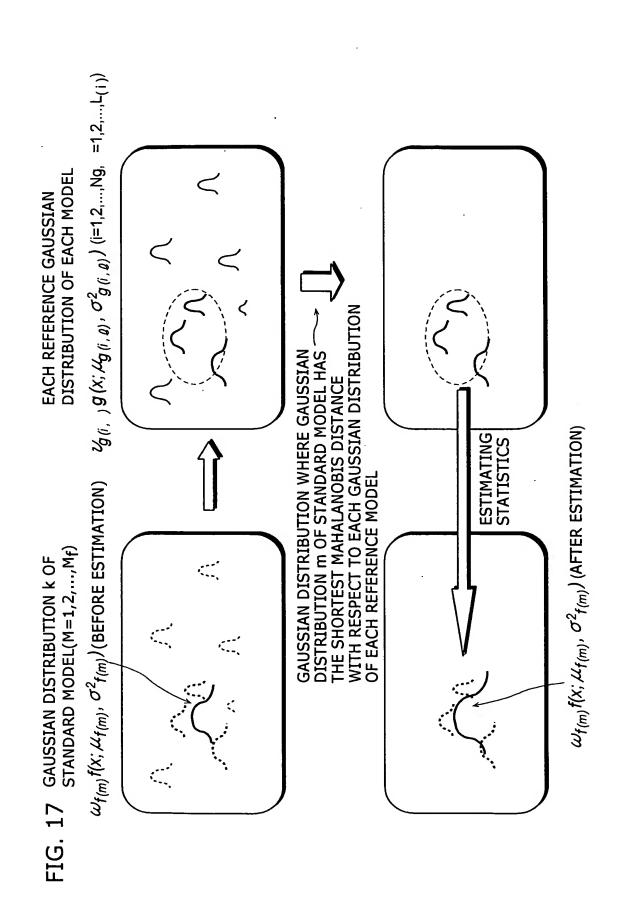
1. 2. 003

1. 3. TRUCK

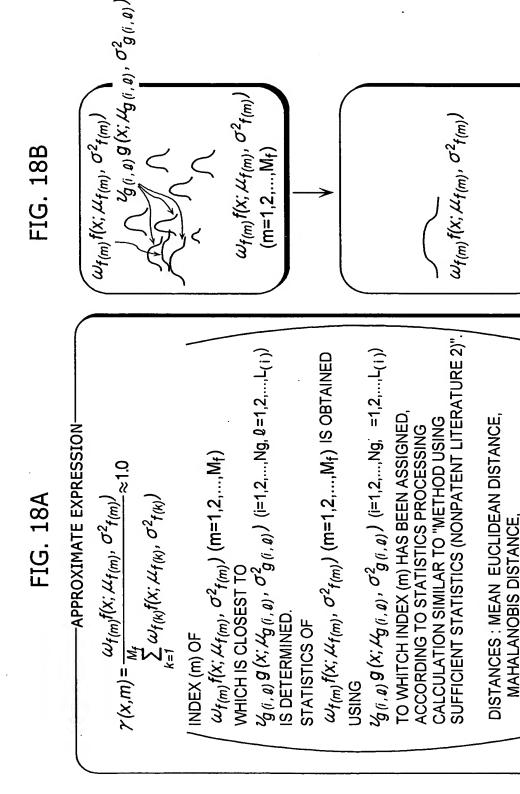
2. RAIN

3. AIRPLANE

4. WARNING SOUND



KULLBACK-LEIBLER (KL) DISTANCE, ETC.



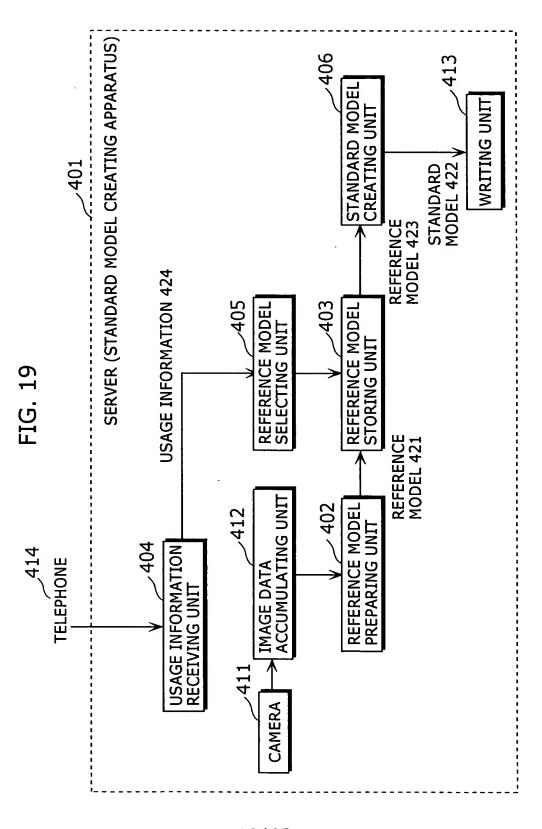
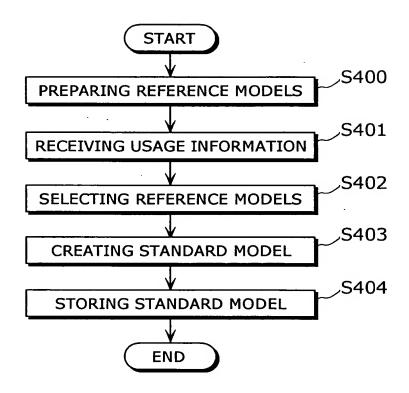


FIG. 20



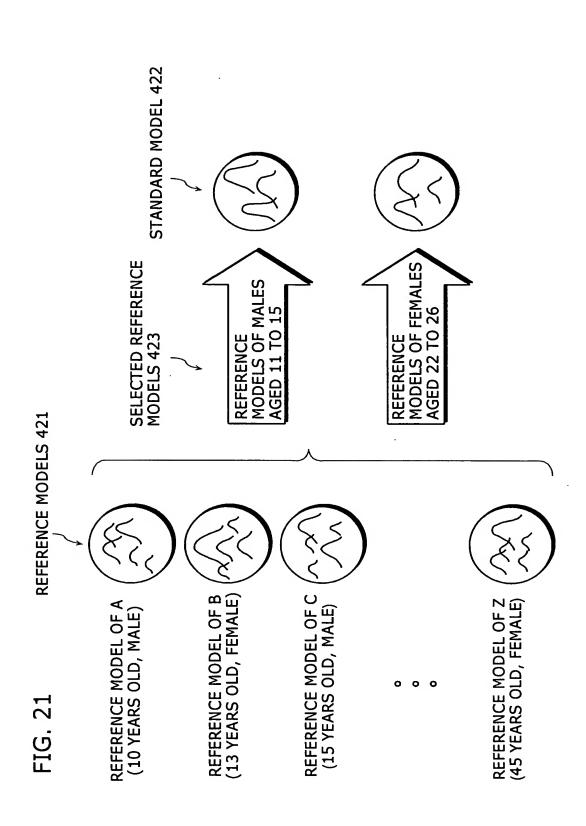


FIG. 22

NAME"FATHER" ADDRESS"OSAKA CITY"	GENDER □MALE ■FEMALE AGE "50 YEARS OLD"
HOBBY MOTORING WATCHING FISHING SHOPPING HOT SPRIN GOLF CAMP	SPORTS □COMPUTER □GAME

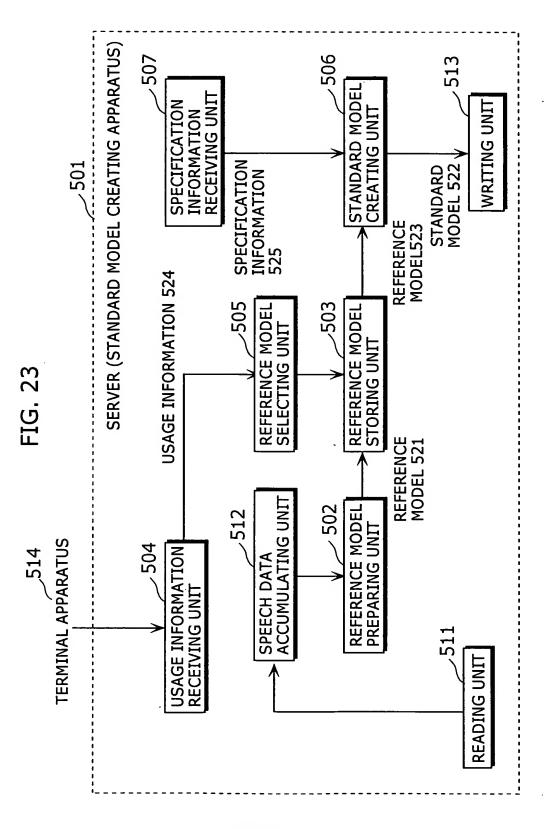
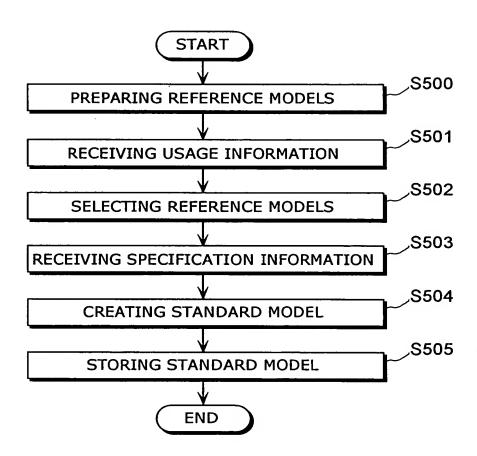
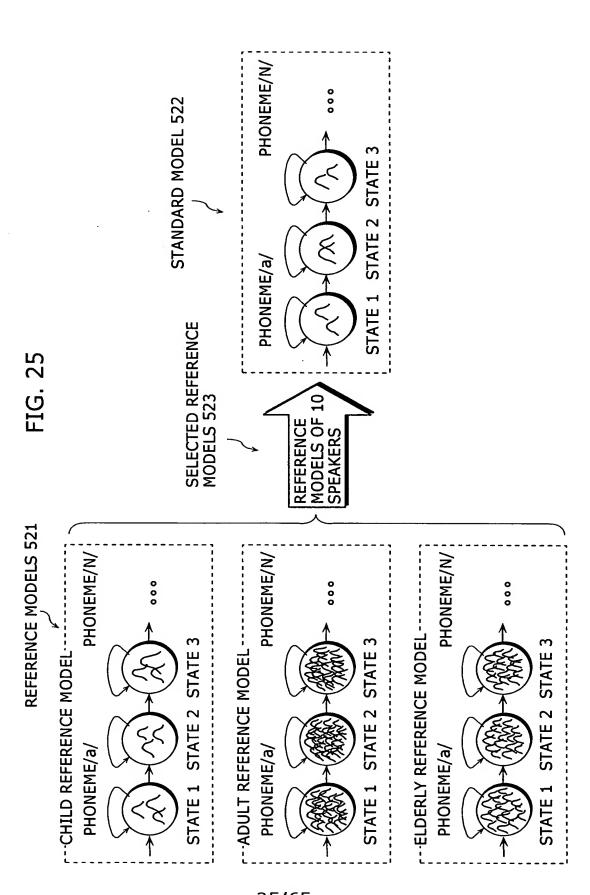


FIG. 24





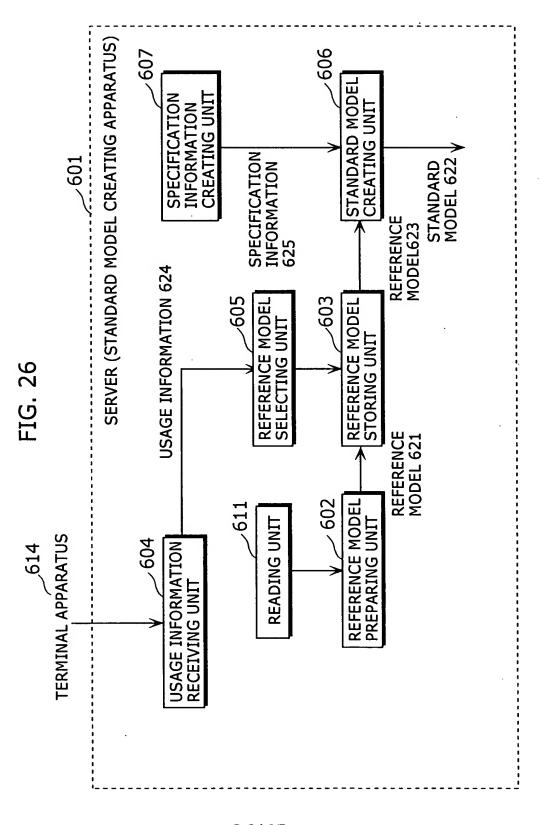
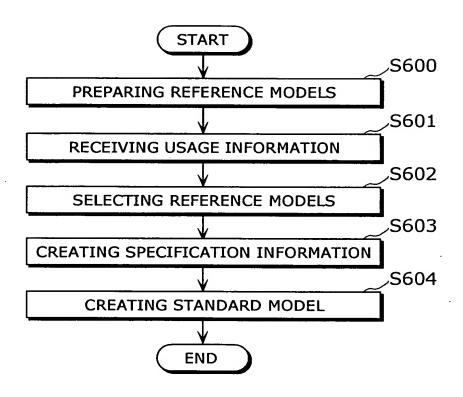
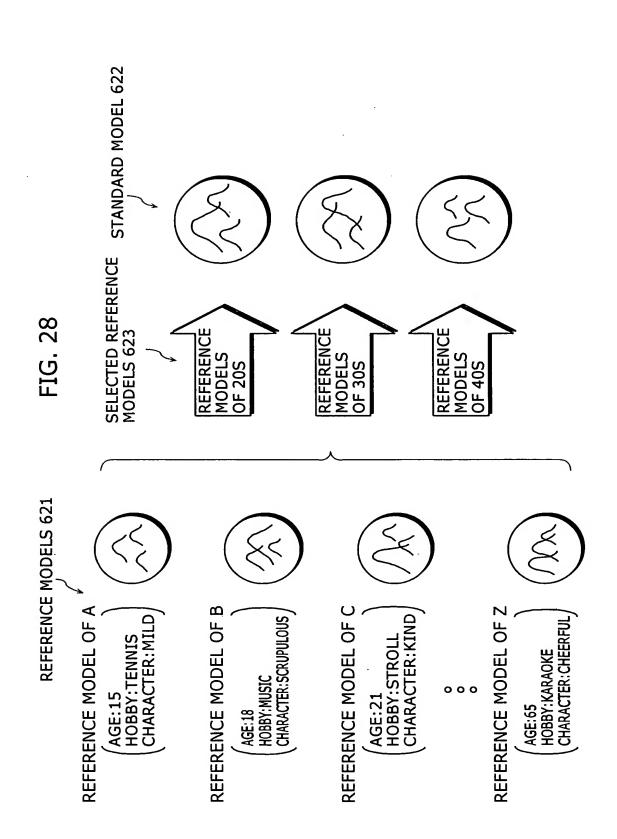


FIG. 27





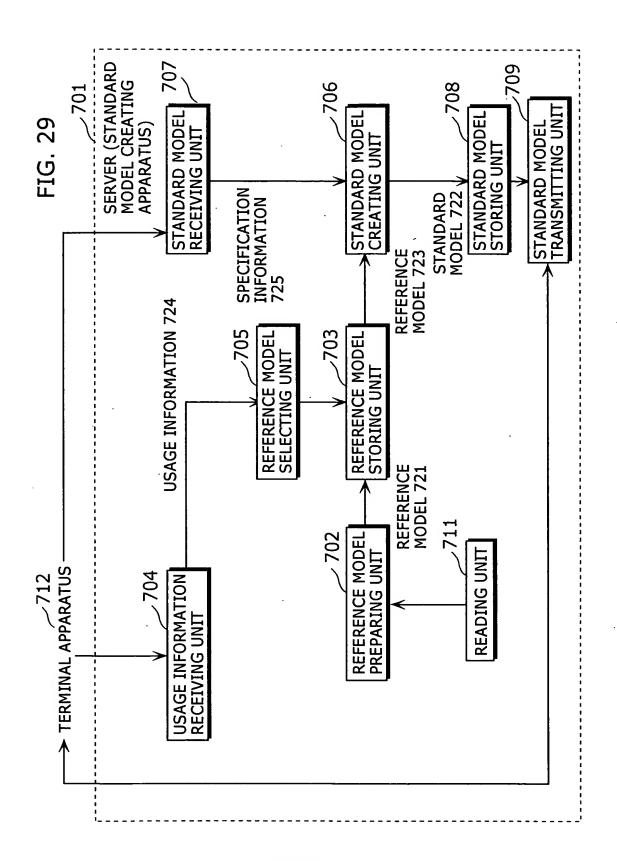
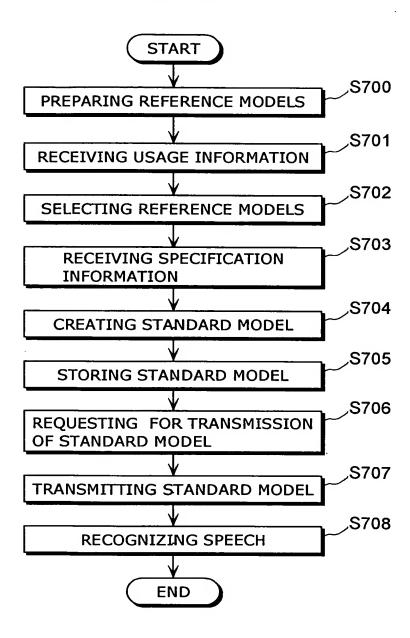
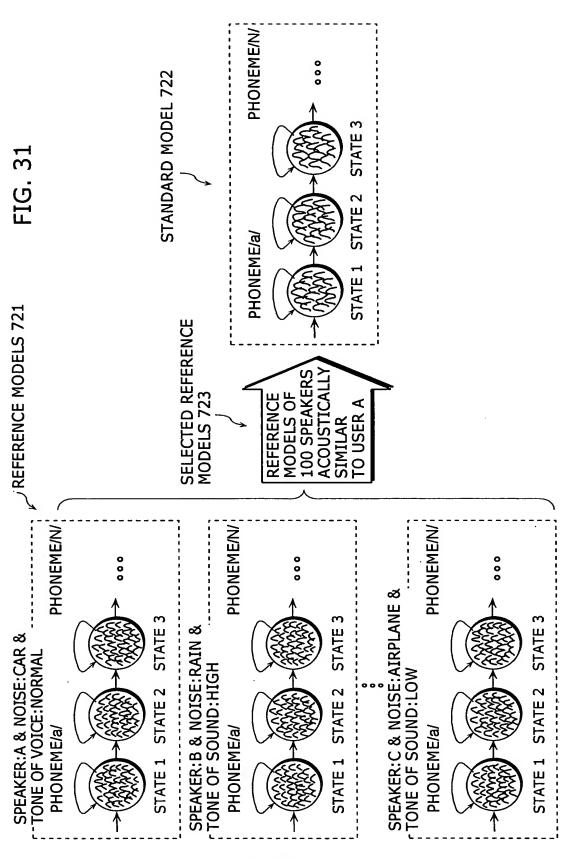
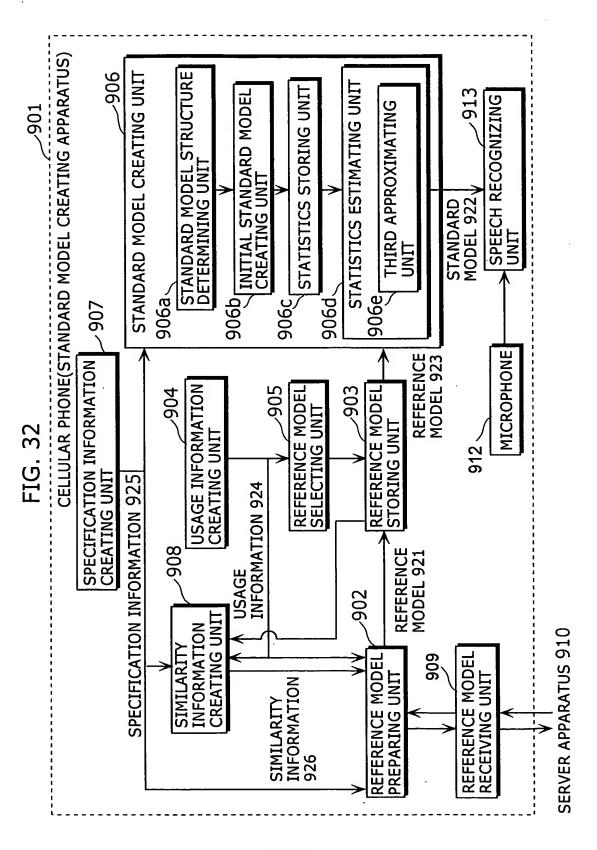


FIG. 30







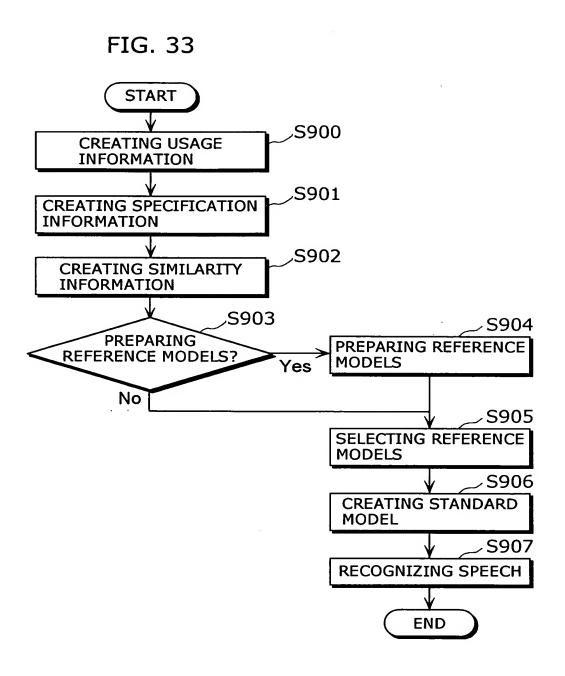
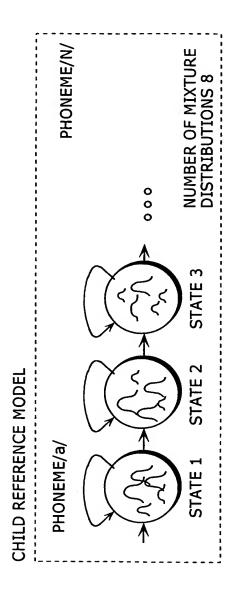
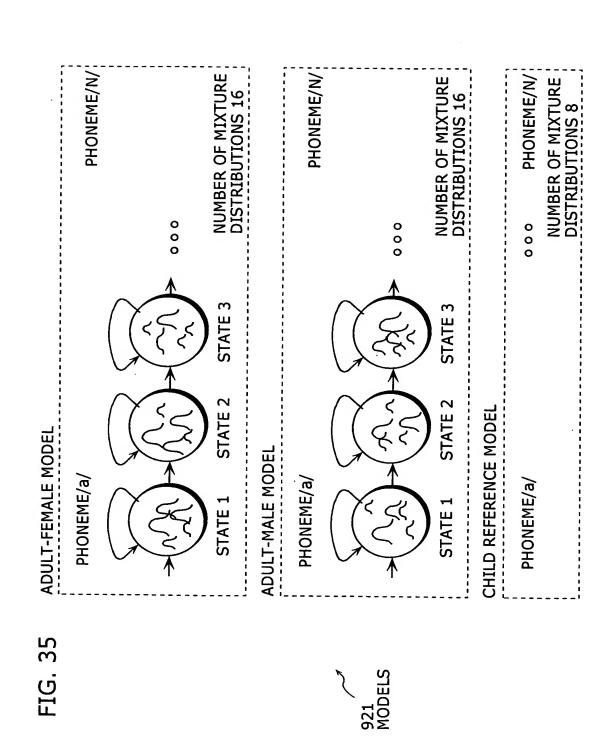


FIG. 34



921 MODEL



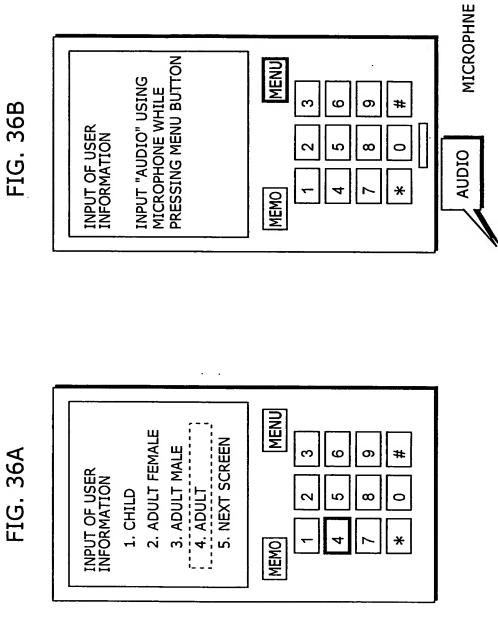
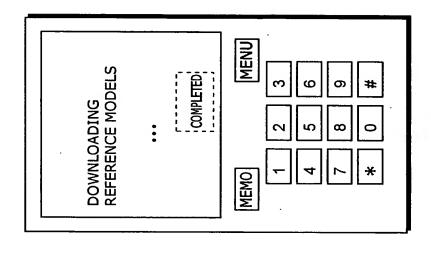


FIG. 37A

FIG. 37B



WANT TO DOWNLOAD
REFERENCE MODELS?

Yes No

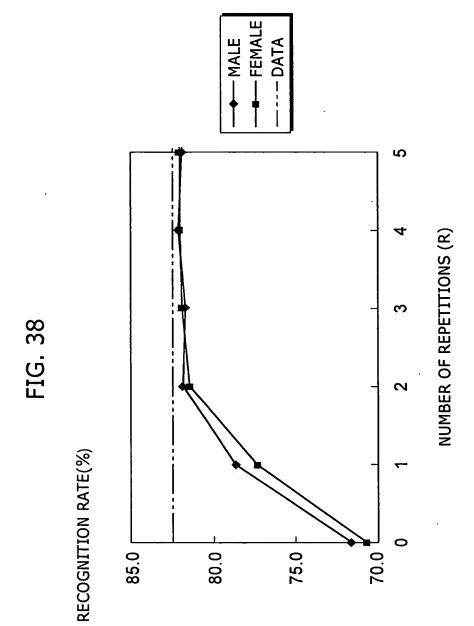
MEMO
MENU

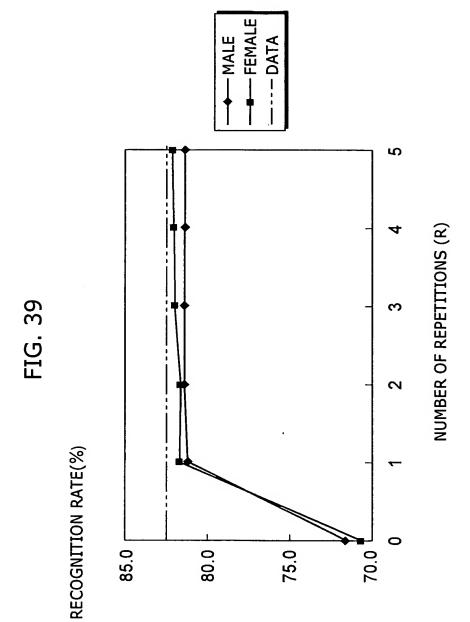
1 2 3

4 5 6

7 8 9

* 0 #





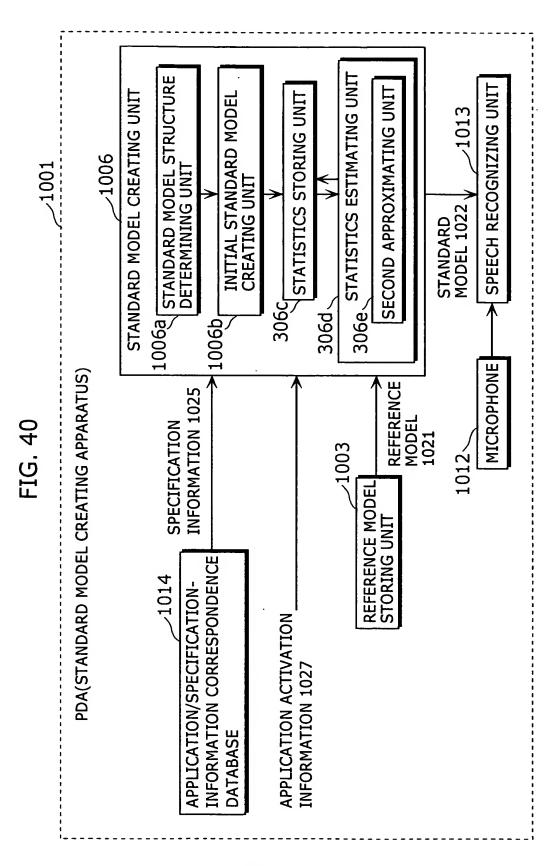
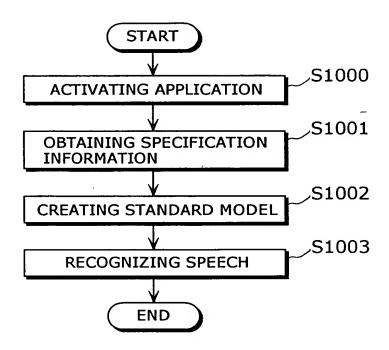
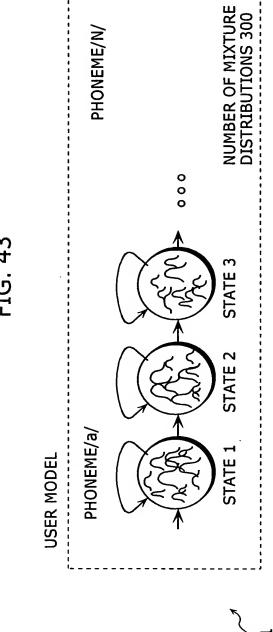


FIG. 41

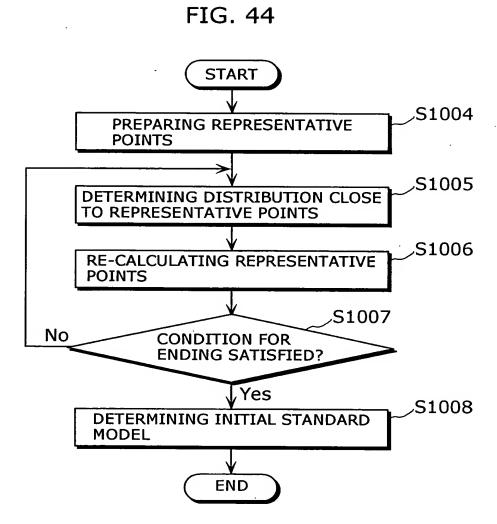
APPLICATION		SPECIFICATION	
ID	NAME	INFORMATION	
1	GAME A	NUMBER OF MIXTURE DISTRIBUTIONS 3	
2	GAME B	NUMBER OF MIXTURE DISTRIBUTIONS 5	
3	STOCK MARKET	NUMBER OF MIXTURE DISTRIBUTIONS 126	
4	TV REMOTE CONTROL	NUMBER OF MIXTURE DISTRIBUTIONS 5	
5	TRANSLATION	NUMBER OF MIXTURE DISTRIBUTIONS 64	

FIG. 42

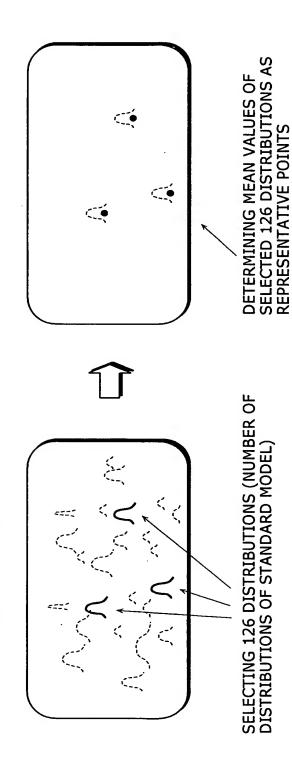




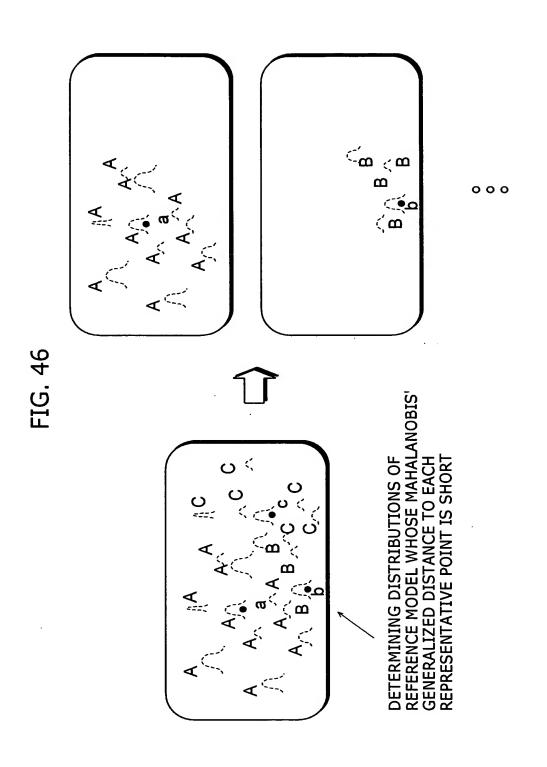
1021

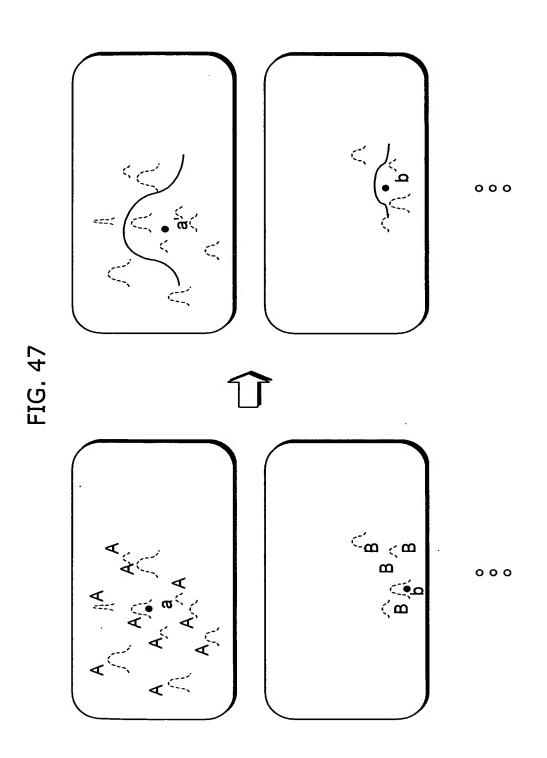


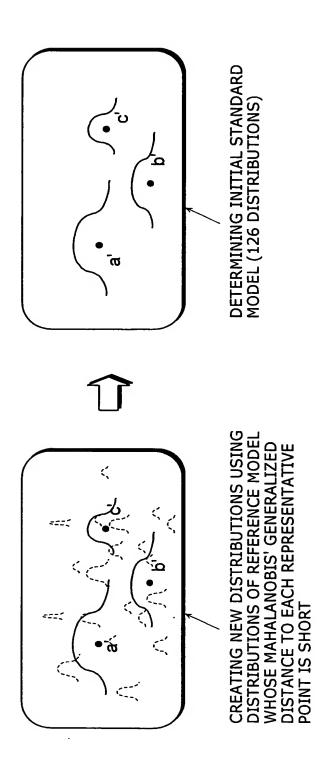
REFERENCE MODEL(300 DISTRIBUTIONS)



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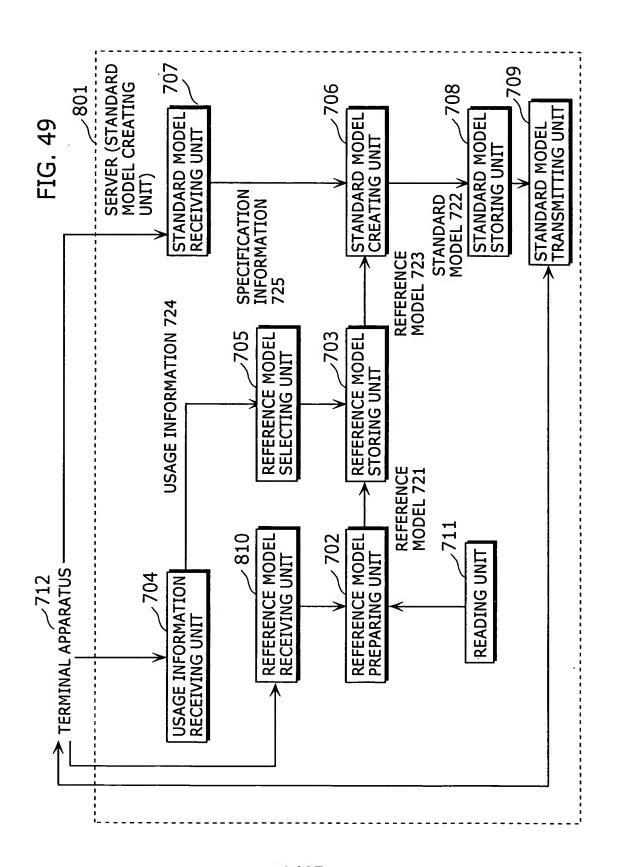
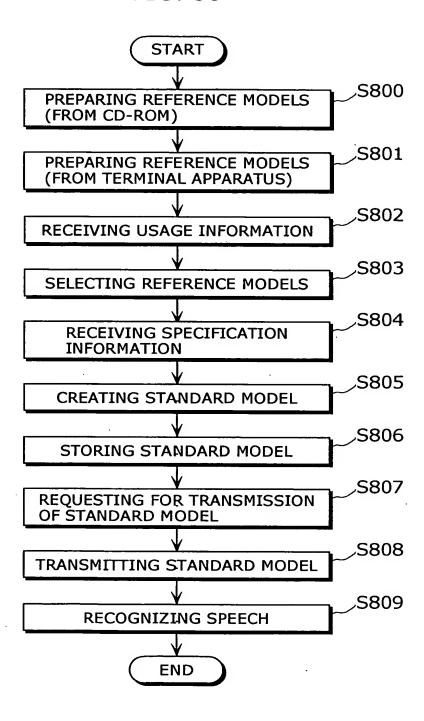
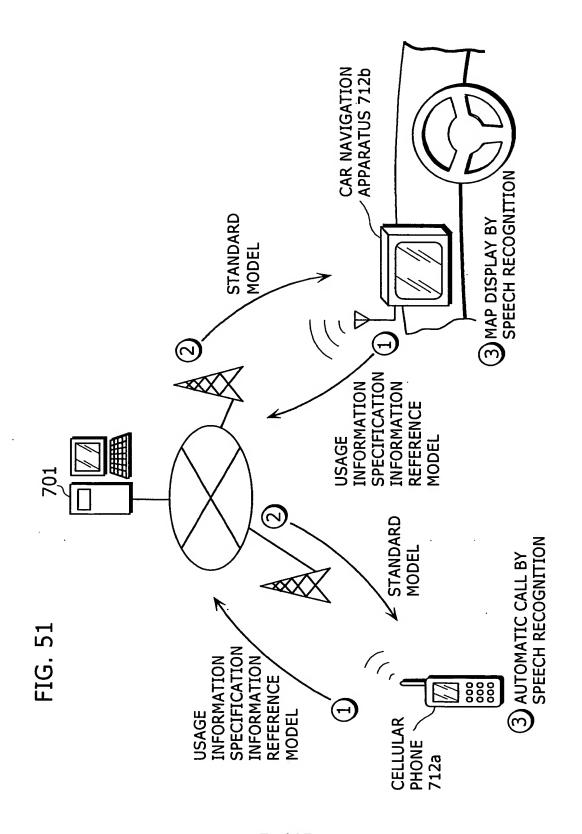


FIG. 50



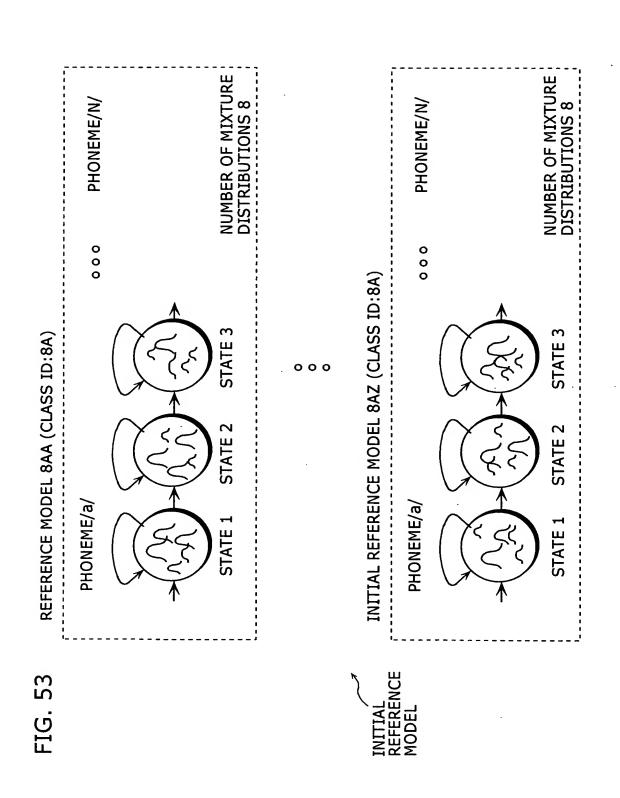


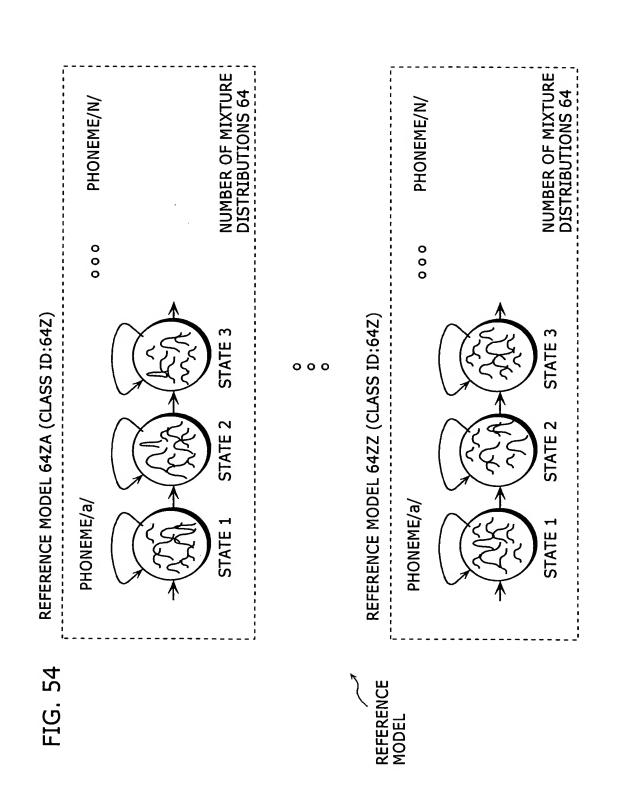
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FIG. 52

CORRESPONDENCE TABLE AMONG CLASS ID,
INITIAL STANDARD MODEL, AND REFERENCE MODEL

CLASS ID	INITIAL STANDARD MODEL	REFERENCE MODEL	
		REFERENCE MODEL 8AA	
		REFERENCE MODEL 8AB	
8A	INITIAL STANDARD MODEL 8A	REFERENCE MODEL 8AC	
		•	
		REFERENCE MODEL 8AZ	
:	:	:	
	INITIAL STANDARD MODEL 64Z	REFERENCE MODEL 64ZA	
		REFERENCE MODEL 64ZB	
64Z		REFERENCE MODEL 64ZC	
		•	
		REFERENCE MODEL 64ZZ	





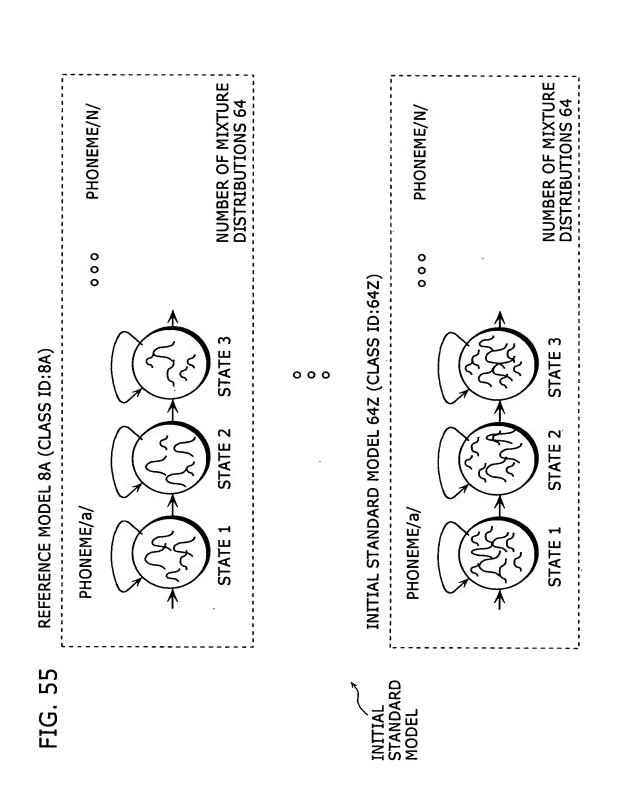
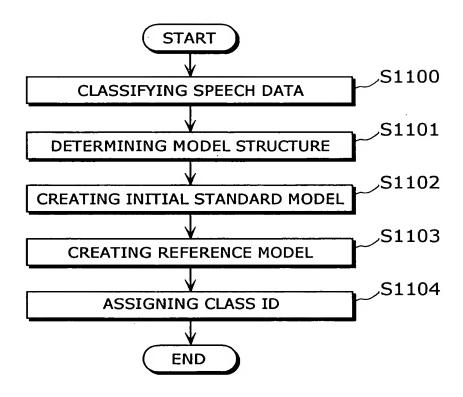
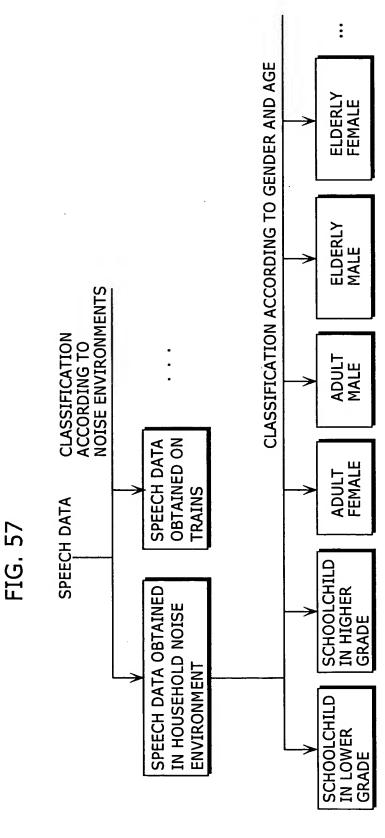


FIG. 56

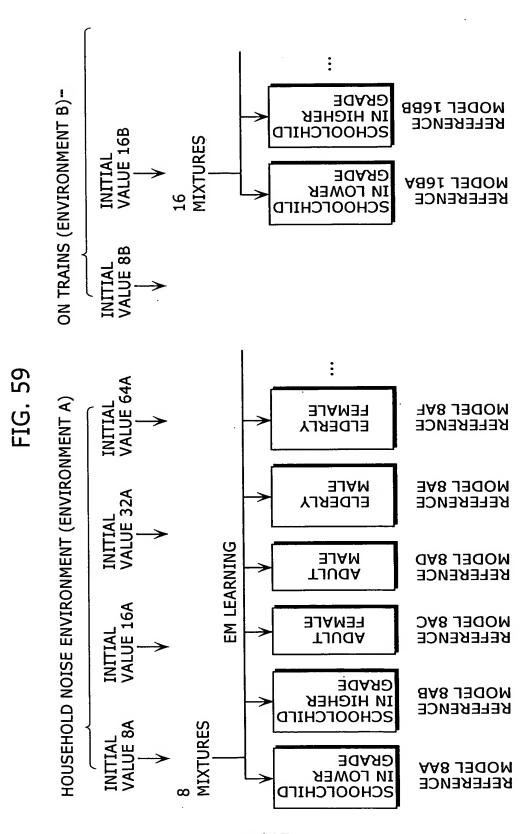




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FIG. 60

CLASS ID	CLASS ID MODEL	REFERENCE MODEL	REMARKS (CHARACTERISTICS OF REFERENCE MODEL)
8A	INITIAL STANDARD	REFERENCE MODEL 8AA	HOUSEHOLD NOISE, 8 MIXTURES, SCHOOLCHILD IN LOWER GRADE
	MODEL 8A	REFERENCE MODEL 8AB	HOUSEHOLD NOISE, 8 MIXTURES, SCHOOLCHILD IN HIGHER GRADE
		REFERENCE MODEL 8AC	HOUSEHOLD NOISE, 8 MIXTURES, ADULT FEMALE
16A	INITIAL	REFERENCE MODEL 16AA	HOUSEHOLD NOISE, 16 MIXTURES, SCHOOLCHILD
	MODEL 16A	REFERENCE MODEL 16AB	HOUSEHOLD NOISE, 16 MIXTURES, SCHOOLCHILD
		REFERENCE MODEL 16AC	HOUSEHOLD NOISE, 16 MIXTURES, ADULT FEMALE
		• • •	• • •
•••	•••	•••	•••
64B	INITIAL	REFERENCE MODEL 64BA	ON TRAINS, 8 MIXTURES, SCHOOLCHILD
	MODEL 64B	REFERENCE MODEL 64BB	ON TRAINS, 8 MIXTURES, SCHOOLCHILD
		REFERENCE MODEL 64BC	ON TRAINS, 8 MIXTURES, ADULT FEMALE
		•••	

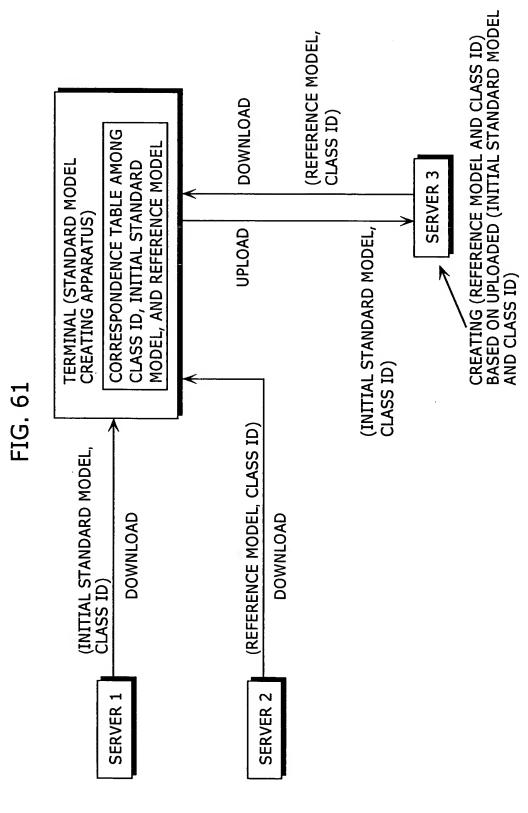


FIG. 62

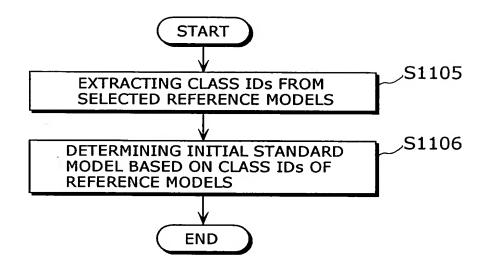
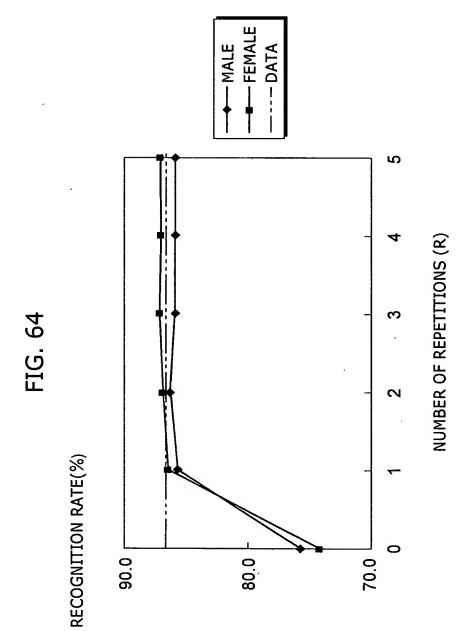


FIG. 63

SELECTED REFERENCE MODELS	CLASS ID
SELECTED REFERENCE MODEL 8AA	8A
SELECTED REFERENCE MODEL 16AA	16A
SELECTED REFERENCE MODEL 16AB	16A
SELECTED REFERENCE MODEL 16AC	16A
SELECTED REFERENCE MODEL 16BA	16B
SELECTED REFERENCE MODEL 64BA	64B



MALE 64 MIXTURES voice are greater	CRYING /LAUGHING VOICE 100 MIXTURES	CONVERSATIONAL TONE 200 MIXTURES	OUIET SLIGHTLY NOISY (30dB) (20dB) (20dB) (20dB) (10dB) (1	pond to LONG SENTENCE	200 MIXTURES
E MALE RES 64 MIXTU male voice ar	ANGRY VOICE 64 MIXTURES	Addressing Tone 64 Mixtures	SLIGHTLY NOISY (20dB) 64 MIXTURES	ures can res Ses. SHORT SENTENCE	
GENDER FEMALE MALE STRUCTURE 16 MIXTURES 64 MIXTURES Reason: Variations in male voice are greater than those in female voice.	NE OF VOICE ITH EMOTIONS NORMAL STRUCTURE 16 MIXTURES	DECLAMATORY TONE 16 MIXTURES	OUIET (30dB) 200 MIXTURES	small number of mixtures can respond to variations in noise types. MPLEXITY IN COGNIZABLE CABULARY WORD SHORT SENTENCE CABULARY CAMPIES SENTENCE (DIFFICILI	10 MIXTURES
GENDER STRUCTURE Reason: V	TONE OF VOICE WITH EMOTIONS N STRUCTURE 16 N	CIVILITY IN UTTERANCE STRUCTURE	BACKGROUND NOISY (SN RATIO) STRUCTURE 2	Small numb variations in COMPLEXITY IN RECOGNIZABLE VOCABULARY	STRUCTURE
FIG. 65B	FIG. 65D	FIG. 65F	FIG. 65H	FIG. 651	
ADULT ELDERLY MIXTURES 100 MIXTURES in voices of children mber are set for their orecision model.	HOARES 100 MIXTURES	FAST/SLOW 100 MIXTURES	KAGOSHIMA DIALECT 200 MIXTURES	HIGH LEVEL 100 MIXTURES	
AGE CHILD ADULT ELDE STRUCTURE 64 MIXTURES 16 MIXTURES 100 MIX Reason: Due to variations in voices of chi and the elderly, large number are set for mixtures to create high-precision model.	HUSKY 64 MIXTURES	NORMAL F4 16 MIXTURES 10	OSAKA DIALECT 00 MIXTURES	LOW LEVEL S 10 MIXTURES	
CHILD F MIXTURES to varial rrly, large create hi	F NORMAL 6 MIXTURES	ш	STANDARD LANGUAGE 16 MIXTURES 1	IICROPHONE STANDARD STRUCTURE 16 MIXTURES 10	
E 64 Due elde	2'S	l å Ä		[] 오 벌 [
	TEXTURE OF SPEAKER'S NORMAL H VOICE STRUCTURE 16 MIXTURES 64	SPEAKING RATE STRUCTURE	DIALECT	MICROPHONE ST STRUCTURE 16	
FIG. 65A AGE STRUCTURE 64 Reason: Due and the elde mixtures to	FIG. 65C TEXTURE O SPEAKER'S VOICE STRUCTURE 1	FIG. 65E SPEAKING RATE STRUCTUR		FIG. 651 MICROPHC STRUCTURE	